STERN

SEEBURG

TUTANKHAM

★ ★ ★ ★

Distributors everywhere are saying Tut rates four stars!

STERN SEEBURG Entertainment GUIDE

EXCLUSIVE INTERVIEW WITH

TUTANKHAM

AN IN-DEPTH LOOK INTO THE ADVENTURES AND WONDERS THAT SURROUND ONE OF HISTORY'S GREAT MYSTERIES AND ONE OF TODAY'S GREAT VIDEO CHALLENGES

Mike Rochip: Mr Tutankham, the Stern-Seeburg Entertainment Guide appreciates this exclusive interview.

Tutankham: *Please call me Tut, Michael.*

Thank you, call me Mike.

Very clever "Mike Ro Chip"

I guess. But tell me about your new Stern-Seeburg project.

I was on tour just lying around museums throughout the country. After returning home for a rest, Gary Stern showed up one day at the pyramid. Wanted to cut a deal. He said something was created just for me and wondered if I was game.

Go on.

Well, Stern said. If you're up to all the excitement, I can make you a real star. A video game has been named and made just for you.

How does it work?

The object of the game is to find hidden treasure deep in the pyramid. A person needs something called a quarter to play. Many of these quarters in the machine move me throughout a maze I try to pick up keys (one at a time, I might add) to open the doors to hidden treasures, while evading a bunch of enemies who are shooting at me. I see what Gary means about excitement. I'll tell you though, Stern has given me a unique opportunity. There are these time warps I can get into a little chamber and escape enemies by being advanced up or down in a straight line into a new tunnel. Takes the heat off, know what I mean?

Yeah. Any bonuses for the player?

Sure. Various bonuses in tunnels here and there.

Listen Tut, sounds tough. What if you're surrounded by enemies?

O.K. There's a flash button and a player can save me by pressing it and destroying all enemies at once. There's one in each of the 4 levels.

Um, anything else?

Each stage is time controlled, the faster the stage is completed, the greater the bonus score. If the time runs out, the player can't fire and that's the ball game.

Thank you, Tut. When this project is finished what are your plans?

Probably go home to my Mummy.

TUT! HE'LL GIVE YOU A PYRAMID OF QUARTERS.

The left joystick moves Tut in four directions to pick up treasures for bonus points and to search for additional keys which open vaults. A map at the top of the screen shows the player where the keys and vault doors are located allowing further entry into the pyramid. The right joystick operates the power beam destroying asps (20 points), vultures (40 points) and bats (60 points). Tut only fires left or right, so players beware! If needed, the flash button may be used to destroy all enemies at once.

Tut features Stern's new slimmer and more compact cabinet which positions the screen at a more advantageous angle for player visibility. The cabinet also features a pullout drawer for easy frontal access to the logic boards.